

## EAST SEARCH

2/4/05

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L1	122	(cellular adj automata) and (random same number same generat\$6)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
L2	6	cellular adj automata adj simulat\$6	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
L3	33	(cellular adj automata) near20 simulat\$6	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB
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US 20050015688 A1		Phase shifter with reduced linear dependency	20050120 714/700
US 20040255140 A1		Data repository and method for promoting network storage of data	20041216 713/193
US 20040230884 A1		Compressing test responses using a compactor	20041118 714/742
US 20040215922 A1		Efficient addressing method and apparatus for storage	20041028 711/219
US 20040210399 A1		Random number generator method and system for genetic algorithm analysis	20041021 702/20
US 20040172431 A1		Method for synthesizing linear finite state machines	20040902 708/252
US 20040162808 A1		Data repository and method for promoting network storage of data	20040819 707/1
US 20040162638 A1		System, method and apparatus for organizing groups of self-configurable mobile robotic agents in a multi-robotic system	20040819 700/247
US 20040153649 A1		Digital authentication with digital and analog documents	20040805 713/176
US 20040143745 A1		Data repository and method for promoting network storage of data	20040722 713/176
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US 20040141614 A1		Data encryption apparatus and method	20040722 380/200
US 20040139303 A1		Data repository and method for promoting network storage data	20040715 712/220
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US 20040128599 A1		Decompressor/PRPG for applying pseudo-random and deterministic test patterns	20040701 714/726
US 20040088392 A1		Population mobility generator and simulator	20040506 709/223
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US 20030149927 A1	Low hardware overhead scan based 3-weight weighted random BIST architectures	20030807	714/738
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US 20030120988 A1	Continuous application and decompression of test patterns to a circuit-under-test	20030626	714/726
US 20030115521 A1	Method and apparatus for selectively compacting test responses	20030619	714/724
US 20030110193 A1	Method for synthesizing linear finite state machines	20030612	708/252
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US 20030078951 A1	Random number generators implemented with cellular array	20030424	708/250
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US 20030032010 A1	Methods of populating data structures for use in evolutionary simulations	20030213	435/6
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US 20020154769 A1	Method of generating pseudo-random numbers in an electronic device, and a method of encrypting and decrypting electronic data	20021024	380/42
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US 5903461 A	Method of cell placement for an integrated circuit chip comprising chaotic placement and moving windows	1990511	700/121
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US 5745363 A	Optimization processing for integrated circuit physical design automation system using optimally switched cost function computations	19980428	700/121
US 5742510 A	Simultaneous placement and routing (SPAR) method for integrated circuit physical design automation system	19980421	700/97
US 5724425 A	Method and apparatus for enhancing software security and distributing software	19980303	705/52
US 5682322 A	Optimization processing for integrated circuit physical design automation system using chaotic fitness improvement method	19971028	716/2
US 5680462 A	Information encoder/decoder using chaotic systems	19971021	380/263
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US 5495419 A	Integrated circuit physical design automation system utilizing optimization process decomposition and parallel processing	19960227	700/121
US 5475694 A	Fuzzy multiple signature compaction scheme for built-in self-testing of large scale digital integrated circuits	19951212	714/732
US 5432718 A	Particle interaction processing system	19950711	703/9
US 5394405 A	Universal weight generator	19950228	714/739
US 5390282 A	Process for problem solving using spontaneously emergent self-replicating and self-improving entities	19950214	706/13

US 5377129 A	Particle interaction processing system	19941227	703/9
US 5365589 A	Method and apparatus for encryption, decryption and authentication using dynamical systems	19941115	380/43
US 5365585 A	Method and apparatus for encryption having a feedback register with selectable taps	19941115	380/265
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US 5043988 A	Method and apparatus for high precision weighted random pattern generation	19910827	714/739
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US 4860236 A	Cellular automaton for generating random data	19890822	708/250
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US 20030097387 A	Search space reduction method for viable cellular automata based random number generator, involves accepting/rejecting number of random number generators, based on counting number of zero's and one's in truth table	20030522	
US 20030078951 A	Cellular automata based random number generator implementation method for very large scale integration chip testing, involves subjecting CA-based RNG to suite random number tests in response to passing screening process	20030424	
US 20030076956 A	Cellular automata based random generator emulating method, involves automatically generating software emulator and outputting results of simulation step	20030424	
KR 2002004022 A	Method and apparatus for generating random numbers using multi-dimensional cellular automata	20020116	
KR 99069481 A	Encoding/decoding method, hashing method, and random number generator system using cellular automata - NoAbstract	19990906	
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1 On-line testing of statically and dynamically scheduled synthesized systems

*Brown, A.D.; Baker, K.R.; Williams, A.J.C.;*  
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Pages:47 - 57

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2 A phylogenetic, ontogenetic, and epigenetic view of bio-inspired hardware systems

*Sipper, M.; Sanchez, E.; Mange, D.; Tomassini, M.; Perez-Urbe, A.; Stauffer, A.;*  
Evolutionary Computation, IEEE Transactions on , Volume: 1 , Issue: 1 , April 1997  
Pages:83 - 97

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3 Arithmetic built-in self-test for DSP cores

*Radecka, K.; Rajski, J.; Tyszser, J.;*  
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4 Inversion of cellular automata iterations

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**5 GLFSR-a new test pattern generator for built-in-self-test**

*Pradhan, D.K.; Chatterjee, M.;*

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*Cauwenberghs, G.;*

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*Chattopadhyay, S.; Adhikari, S.; Sengupta, S.; Pal, M.;*

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*Treurniet, J.R.; Simons, N.R.S.; Bridges, G.E.;*

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**11 Toward robust integrated circuits: The embryonics approach***Mange, D.; Sipper, M.; Stauffer, A.; Tempesti, G.;*

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**12 Cellular automata-based recursive pseudoexhaustive test pattern generator***Dasgupta, P.; Chattopadhyay, S.; Chaudhuri, P.P.; Sengupta, I.;*

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**14 Tools for designing chaotic systems for secure random number generation***Bernardini, R.; Cortelazzo, G.;*

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**15 A fully integrated chaotic system for the generation of truly random numbers***Gerosa, A.; Bernardini, R.; Pietri, S.;*

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*Shackelford, B.; Tanaka, M.; Carter, R.J.; Snider, G.;*

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*Saldana, R.P.; Tabares, W.C.; Yu, W.E.S.;*

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**22 Nonconcurrent error detection and correction in fault-tolerant linear finite-state machines**

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**23 Quantum-effect and single-electron devices**

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Pages:368 - 385

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**24 VLSI implementation of genetic four-step search for block matching algorithm**

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**25 Compact FPGA-based true and pseudo random number generators**

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**26 Rapid design and analysis of communication systems using the BEE hardware emulation environment**

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**27 Design of a universal BIST (UBIST) structure**

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**28 Reconfigurable randomized K-way graph partitioning**

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**29 Reconfigurable Readback-Signal Generator Based on a Field-Programmable Gate Array**

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**30 2-D CA variation with asymmetric neighborhood for pseudorandom number generation**

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**1 Importance sampling for Ising computers using one-dimensional cellular automata**

*Hortensius, P.D.; Card, H.C.; McLeod, R.D.; Pries, W.;*  
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1 [Applications of reconfigurable computing: A reconfigurable FPGA-based readback signal generator for hard-drive read channel simulator](#)

Jinghuan Chen, Jaekyun Moon, Kia Bazargan

June 2002 **Proceedings of the 39th conference on Design automation**

Full text available: [pdf\(189.66 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A hard disk readback signal generator designed to provide noise-corrupted signals to a channel simulator has been implemented on a Xilinx Virtex textrm<sup>TM</sup>E FPGA device. The generator simulates pulses sensed by read heads in hard drives. All major distortion and noise processes, such as intersymbol interference, transition noise, electronics noise, head and media nonlinearity, intertrack interference, and write timing error, can be generated according to the statistics and parameters de ...

2 [Random numbers for simulation](#)



Pierre L'Ecuyer



October 1990 **Communications of the ACM**, Volume 33 Issue 10



Full text available: [pdf\(2.82 MB\)](#)



Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

In the mind of the average computer user, the problem of generating uniform variates by computer has been solved long ago. After all, every computer :system offers one or more function(s) to do so. Many software products, like compilers, spreadsheets, statistical or numerical packages, etc. also offer their own. These functions supposedly return numbers that could be used, for all practical purposes, as if they were the values taken by independent random variables, with a uniform distributi ...

- 3 Techniques for empirical testing of parallel random number generators   
Paul D. Coddington, Sung-Hoon Ko  
July 1998 **Proceedings of the 12th international conference on Supercomputing**  
Full text available:  [pdf\(959.36 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)



- 4 A cellular automata simulation system: version 2.0   
J. Dana Eckart  
August 1992 **ACM SIGPLAN Notices**, Volume 27 Issue 8  
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- 5 Progress in Picture Processing: 1969--71   
Azriel Rosenfeld  
June 1973 **ACM Computing Surveys (CSUR)**, Volume 5 Issue 2  
Full text available:  [pdf\(2.34 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 6 VLSI Circuits: Selective-run built-in self-test using an embedded processor   
Sungbae Hwang, Jacob A. Abraham  
April 2002 **Proceedings of the 12th ACM Great Lakes symposium on VLSI**  
Full text available:  [pdf\(181.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many systems-on-a-chip (SOCs) include processors as central units to implement diverse algorithms and control peripheral units such as embedded cores. The computing power of the embedded processor can be used to self-test its own functions as well as to test the other cores within the chip boundary. In BIST methodology, pseudo-random pattern testing can reduce the memory requirements. In addition to general pseudo-random pattern testing, this paper proposes and evaluates a novel selective-random ...

**Keywords:** SOC testing, built-in self-test, design for testability, processor-based testing, pseudo-random number generator

- 7 Evolutionary computing and optimization: Co-evolving an effective fitness sample: experiments in symbolic regression and distributed robot control   
Brad Dolin, Forrest H Bennett, Eleanor G. Rieffel  
March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**  
Full text available:  [pdf\(573.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We investigate two techniques for co-evolving and sampling from a population of fitness cases, and compare these with a random sampling technique. We design three symbolic regression problems on which to test these techniques, and also measure their relative performance on a modular robot control problem. The

methods have varying relative performance, but in all of our experiments, at least one of the co-evolutionary methods outperforms the random sampling method by guiding evolution, with subst ...

**Keywords:** co-evolution, distributed control, fitness cases, genetic algorithms, genetic programming, robot control, symbolic regression

8 Programmable applications: interpreter meets interface

Michael Eisenberg

April 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 2


Full text available:  [pdf\(4.42 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such *programmable applications*. As an example, we present "SchemePaint," a graphics application that combines a MacPaint-like interface ...

9 The use of cellular automata in the classroom

H. Albert Lilly

December 1995 **Proceedings of the 1995 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available:  [html\(28.99 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

10 Modeling the software architecture of a prototype parallel machine

M. Ajmone Marsan, G. Balbo, G. Chiola, G. Conte

May 1987 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1987 ACM SIGMETRICS conference on Measurement and modeling of computer systems**, Volume 15 Issue 1

Full text available:  [pdf\(1.17 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A high-level Petri net model of the software architecture of an experimental MIMD multiprocessor system for Artificial Intelligence applications is derived by direct translation of the code corresponding to the assumed workload. Hardware architectural constraints are then easily added, and formal reduction rules are used to simplify the model, which is then further approximated to obtain a performance model of the system based on generalized stochastic Petri nets. From the latter model it i ...

11 BIST hardware generator for mixed test scheme

C. Dufaza, H. Viallon, C. Chevalier

March 1995 **Proceedings of the 1995 European conference on Design and Test**

Full text available:  [pdf\(831.33 KB\)](#)  [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [citations](#)


Deterministic testing is by far the most interesting Built-in Self-Test (BIST) technique due to the minimal number of test patterns it requires and to its predefined fault coverage. However, such a technique is not applicable since despite their efficiency the existing deterministic test pattern generators are enormous consumers of overhead silicon area. Therefore, we propose a mixed test scheme which consists in applying to the circuit under test, a pseudo-random test sequence followed by a det ...

**Keywords:** ATPG tool, BIST hardware generator, VLSI, automatic testing, binary sequences, built-in self test, deterministic test sequence, digital integrated circuits, integrated circuit testing, logic testing, maximal fault coverage detection, mixed test scheme, pseudo-random test sequence, silicon area overhead

12 Von Neumann hybrid cellular automata for generating deterministic test sequences

D. Kagaris, S. Tragoudas

July 2001 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 6 Issue 3

Full text available:  [pdf\(143.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We propose an on-chip test pattern generator that uses an one-dimensional cellular automaton (CA) to generate either a precomputed sequence of test patterns or pairs of test patterns for path delay faults. To our knowledge, this is the first approach that guarantees successful on-chip generation of a given test pattern sequence (or a given test set for path delay faults) using a finite number of CA cells. Given a pair of columns (Cu, C

**Keywords:** built-in self-test (BIST), cellular automata, test pattern generation

13 Architectures: A perspective on the future of massively parallel computing: fine-grain vs. coarse-grain parallel models comparison & contrast

Predrag T. Tosic

April 2004 **Proceedings of the first conference on computing frontiers on Computing frontiers**

Full text available:  [pdf\(277.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Models, architectures and languages for *parallel computation* have been of utmost research interest in computer science and engineering for several decades. A great variety of parallel computation models has been proposed and studied, and different parallel and distributed architectures designed as some possible ways of harnessing parallelism and improving performance of the general purpose computers. *Massively parallel connectionist models* such as *artificial neural networks* ( ...


**Keywords:** cellular automata, distributed systems, massively parallel computing, multiprocessor computers, neural networks, parallel computation models

14 Adaptation/load balancing: Resource-aware exploration of the emergent dynamics of simulated systems



Sven A. Brueckner, H. Van Dyke Parunak

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems**

Full text available:  [pdf\(261.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The emerging science of simulation enables us to explore the dynamics of large and complex systems even if a formal representation and analysis of the system is intractable and a construction of a real-world instantiation for the purpose of experimentation is too expensive. A computer simulation model can be run for many more configurations and the accumulated observations deepen our understanding of the system's operation, but it is very important that we have tools that help us manage the huge ...

**Keywords:** graph coloring, multi-agent coordination, phase change, search, simulation, system dynamics, tools and methods

15 Introduction & overview of "artificial life"—evolving intelligent agents for modeling & simulation



A. Martin Wildberger

November 1996 **Proceedings of the 28th conference on Winter simulation**


Full text available:  [pdf\(987.66 KB\)](#) Additional Information: [full citation](#), [references](#)

16 Reliable computation with cellular automata



Péter Gács

December 1983 **Proceedings of the fifteenth annual ACM symposium on Theory of computing**

Full text available:  [pdf\(809.17 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


We construct a one-dimensional array of cellular automata on which arbitrarily large computations can be implemented reliably, even though each automaton at each step makes an error with some constant probability. To compute reliably with unreliable components, von Neumann proposed Boolean circuits whose intricate interconnection pattern (arising from the error-correcting organization) he had to assume to be immune to errors. In a uniform cellular medium, the error-correcting organization e ...

17 Hardcoding finite state automata processing



E. Ketcha Ngassam, Bruce W. Watson, Derrick G. Kourie

September 2003 **Proceedings of the 2003 annual research conference of the South African institute of computer scientists and information technologists on Enablement through technology**

Full text available:  [pdf\(206.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

To hardcode and algorithm means to build into it the data that it requires. In this paper, we present various experiments in hardcoding the transition table of a finite state machine directly into string-recognizing code. Experiments are carried out in two phases. The first phase is limited to the analysis of the hardcoded behavior in relation to acceptance or rejection of a single symbol in some arbitrary state of some finite automaton. Then follows a simulation of the analysis of some hardcoded ...

**Keywords:** algorithms, automata, experimentation, hardcoding, pattern matching, performance

## 18 What have we learnt from using real parallel machines to solve real problems?

G. C. Fox

January 1989 **Proceedings of the third conference on Hypercube concurrent computers and applications - Volume 2**



Full text available:  [pdf\(4.08 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We briefly review some key scientific and parallel processing issues in a selection of some 84 existing applications of parallel machines. We include the MIMD hypercube transputer array, BBN Butterfly, and the SIMD ICL DAP, Goodyear MPP and Connection Machine from Thinking Machines. We use a space-time analogy to classify problems and show how a division into synchronous, loosely synchronous and asynchronous problems is helpful. This classifies problems into those suitable for SIMD or MIMD ...

## 19 Multiplicative Window Generators of Pseudo-random Test Vectors

Janusz Rajski, Jerzy Tyszer

March 1996 **Proceedings of the 1996 European conference on Design and Test**

Full text available:  [pdf\(808.72 KB\)](#)  [Publisher Site](#) Additional Information: [full citation](#), [abstract](#)

New arithmetic two-dimensional generators of pseudo-random test vectors are presented. As an integral part of a recently proposed arithmetic built-in self test (ABIST) environment, all generation functions are executed by basic building blocks performing regular functions of data path architectures, yet the scheme is compatible with scan, parallel scan, partial scan and boundary scan designs. The need for extra hardware is either entirely eliminated or drastically reduced, test vectors can be ea ...

**Keywords:** Accumulators, Arithmetic generators, Built-in self test, Data-path architectures, Pseudo-exhaustive generators, State coverage

## 20 Models and languages for parallel computation

David B. Skillicorn, Domenico Talia

June 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 2

Full text available:  [pdf\(298.05 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We survey parallel programming models and languages using six criteria to assess their suitability for realistic portable parallel programming. We argue that an ideal model should be easy to program, should have a software development methodology, should be architecture-independent, should be easy to understand, should guarantee performance, and should provide accurate information about the cost of programs. These criteria reflect our belief that developments in parallelism must be driven by ...

**Keywords:** general-purpose parallel computation, logic programming languages, object-oriented languages, parallel programming languages, parallel programming models, software development methods, taxonomy

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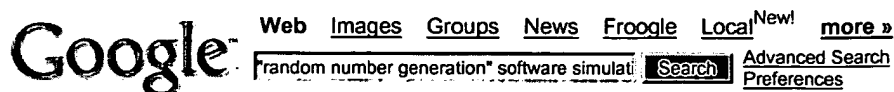
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